Club Nintendo®

CHRISTMAS SPECIAL

* * *

SAVING THE WORLD

SEE MEGA MAN IN ACTION

* * *

SPECIAL CHRISTMAS TREAT

FULL REVIEWS OF LIFE FORCE, WIZARDS & WARRIORS AND ROBOWARRIOR

* * *

YULETIDE TIPS

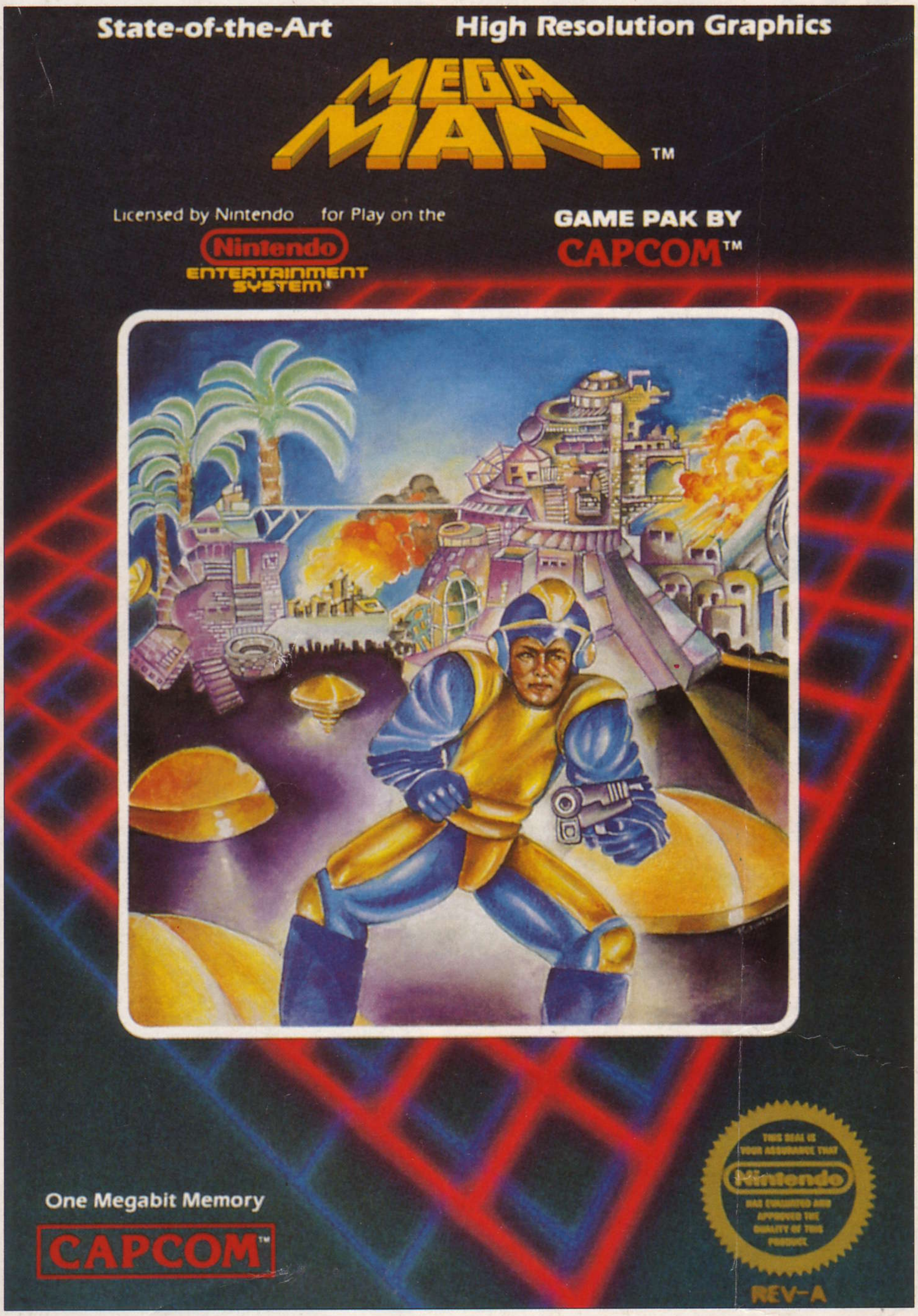
MEGA CHEATS FOR MEGA GAMES

* * *

SNEAK PEEKS

FOUR EXCITING NEW GAMES FOR 1990

* * *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REV-A

A MERRY CHRISTMAS
AND A
HAPPY NEW YEAR
TO ALL FROM
Nintendo®

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Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

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- Gunsmoke™ ☐
- Rush 'N Attack™ ☐
- Ikari Warriors™ ☐
- Trojan™ ☐
- Section Z™ ☐
- Xevious™ ☐

ROBOT SERIES

- Gyromite™ ☐
- Stack-up™ ☐

COMING SOON

Tiger Heli™	December
Wizards & Warriors™	December
Cobra Triangle™	January
Life Force™	January
Track & Field II™	January
Double Dribble™	February
Metal Gear™	February
To the Earth™ (Light Gun Series)	February
Rygar™ (Arcade Series)	March
Solomon's Key™ (Arcade Series)	March

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Super Mario Says

My job has been really frantic of late - there's been so many great games landing on my desk that it's been really difficult to work out the best ones to release for you! However, both Luigi and I have managed to come up with a fantastic range of future releases to compliment the current number of excellent Game Paks available.

When selecting new Game Paks, we have to consider many things before giving them the 'Official Nintendo Quality Seal'. This seal represents our approval of the quality of the game, including, most importantly, how good the actual gameplay is. Anything without this seal is not backed by Nintendo, and hasn't met our very high standards.

A number of Game Paks have just received the 'Official Nintendo Quality Seal', and this means that they will be hitting our shores really soon. These include **'Cobra Triangle'** and **'To The Earth'** (a Light Gun Series game) from Nintendo, **'Metal Gear'**, **'Life Force'** and **'Double Dribble'** from Konami, and **'Wizards and Warriors'** and **'Tiger-Heli'** from Acclaim. Most of these are included in this issue - a real Christmas treat!

My brother, Luigi, has been noticing that some members are still buying games from outside this country, and they are then discovering that the Game Paks will not work on their console! The reason for this is the differing television systems - for example, the American system is called **NTSC**, France has **SECAM**, and Britain has **PAL**. On each different system, the audio and video outputs have individual frequencies, and so the Game Paks are very difficult and expensive to convert to our TV system - and even that can only be done if the Game Pak is *ALREADY* available in this country. It really is best to buy all of your Game Paks here - it works out much cheaper, and it will save a lot of frustration.

Finally, all of the staff at Club Nintendo, including Luigi and myself, wish you a Merry Christmas, and very Happy New Year - one that will be full of wonderful Nintendo games!

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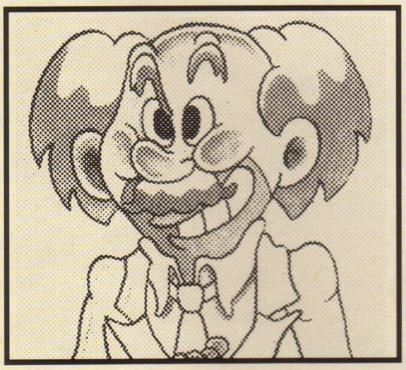
CLUB NINTENDO NEWS

• EXCUSIVE • EXCLUSIVE• EXCLUSIVE• EXCLUSIVE• EXCLUSIVE• EXCLUSIVE• EXCLUSIVE• EXCLUSIVE •

EVIL VILLAIN PLANS TO CONQUER WORLD!!!

The evil scientist, Dr. Wily, co-creator of Mega Man and six other super-powered humanoids, is reputedly planning to take over the world and all of it's resources. Hidden away in Monsteropolis, Wily has re-programmed six of the humanoids to do his bidding, and he now intends to use them for destroying any 'obstructions' that might get between him and his world-conquering ambitions. However, Mega Man resisted Wily's evil attempts at re-programming, and has headed off towards Monsteropolis to eliminate this threat to world peace.



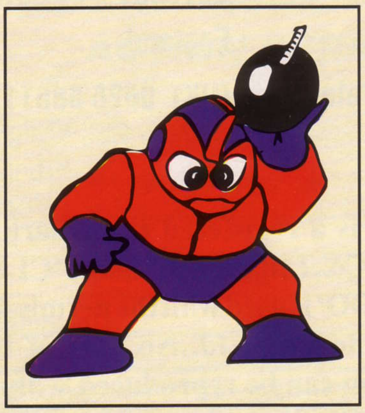
Dr Wily.

Dr. Wily and his cronies

The brilliant but evil mind of Dr. Wily has re-programmed the following six super humanoids to help him in his attempt to conquer the world.

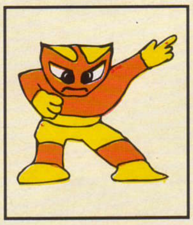
Bombman

This guy isn't so tough if Mega Man has the fire power, yet he'll have to keep light on his feet if he is to avoid his foe's powerful bombs.

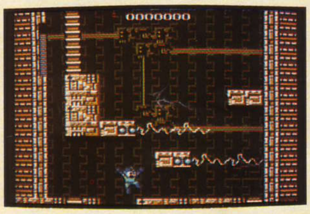


Before he gets to fight Bombman, though,he will have to avoid the various traps and enemy characters that protect Dr. Wily's creation.

Elecman

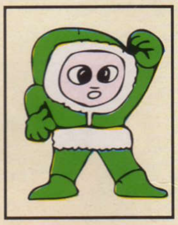


The electrifying Elecman stage is where the action really heats up. You'll come face to face with Watchers along with spines and a host of other mechanical menaces. You also have to carefully time your jumps over floating steps and disintegrating blocks.

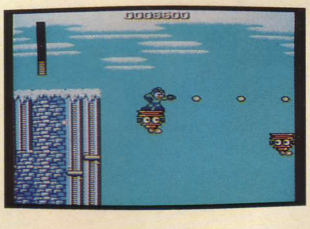


Elecman is one of the stronger super-humanoids, with a really powerful electric blast. However, if you have defeated Cutman previous to this encounter, then you shouldn't have too much trouble polishing him off with the blades.

Iceman



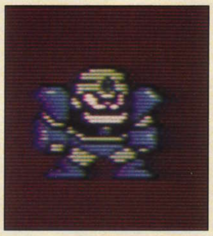
New obstacles and some death defying leaps await you on the Iceman stage, which comes complete with killer penguins and flying foot holders which are nearly as dangerous as Iceman himself! Mega Man will find the electricity beam essential, and he will also find that the Magnet beam comes in real handy (You're going to have to discover that for yourself!).



Iceman has the ability to throw ice beams with devastating effects. Again, the Elecbeam is pretty much essential.

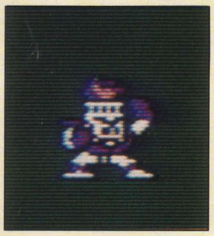
Gutsman

It may look like all that Gutsman has going for him is a weight problem, but, believe us, this guy is no pushover! To get to him, Mega Man must first successfully cross moving platforms, and then defeat the Picket Man, neither of which is easy! It's best to snuff out Gutsman's candle with bombs, but Mega Man will have to be wary of the boulders that are thrown in his direction.

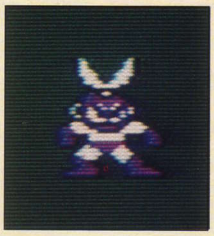


Fireman

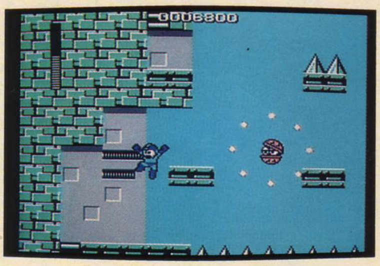
Deep in Monsteropolis lies the Fireman stage, where only the hottest heros survive. Fire shoots out of the lava pits below the platforms, and Mega Man's going to have a tough time just reaching Fireman, let alone beating him!!



The Cutman stage is the easiest to overcome yet still holds some dangerous obstacles. In this stage you will face such robotic horrors as the multi directional firing Flying Shells, and the tough skinned Octopus Battery. Avoid the spikes at all costs, as they cause instant elimination!



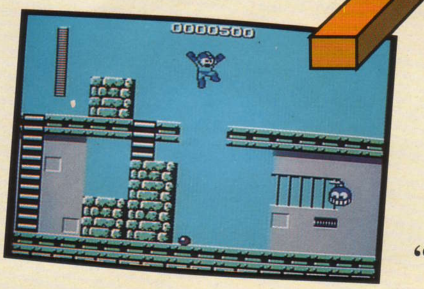
Cutman



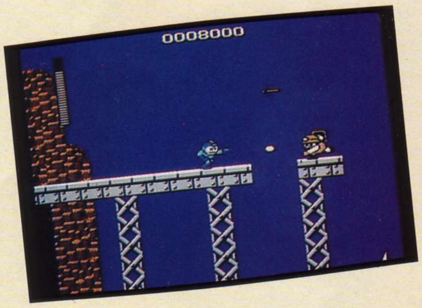
Cutman isn't a difficult opponent to defeat - a tremendous amount of bullets and quick dodging will do the trick. Watch out for his blades, though - they're real sharp!!

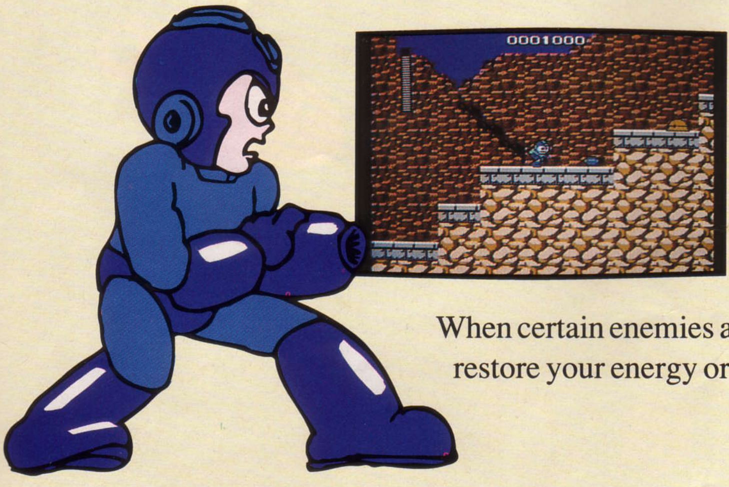
MEGA MAN

- The Ultimate Super-Hero!!



"Mega Man" is a pretty unique hero. His own powers include super-endurance, a super leap that he can control even in mid-air, and a powerful hand gun. This is usually enough to defeat all of the foes leading up to the super-humanoids. Some obstacles that he will face require quick reflexes and perfect timing, such as the disintegrating blocks or the moving platforms, while others need little more than an itchy trigger finger. Either way, "Mega Man" can rise to the challenge.





"Mega Man's" fourth and most impressive ability allows him to take on the power of a defeated super foe. For example, when Mega Man defeats Cutman, he will inherit the power to throw blades, while the Iceman power is used to freeze various obstacles and enemies.

When certain enemies are defeated, you may discover power pods, which will either restore your energy or replenish one of your power ratings. Use these pods wisely!

Saving the World

Being a super-hero isn't quite as easy as it sounds. There's a long way to go before Dr. Wily's threat of world domination is extinguished. But if anyone can do it, Mega Man can!

ROBOWARRIOR

ZED

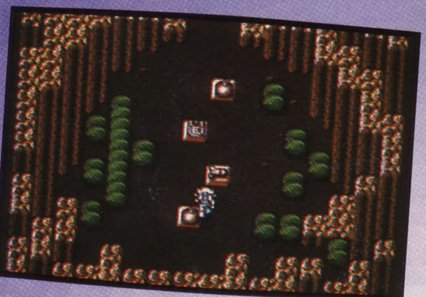
- Saviour of the Universe?!

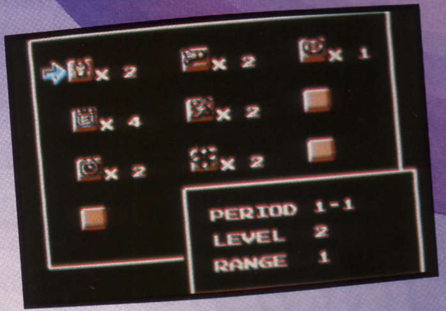
In the year 2395, an artificial planet is devised and constructed to help ease Earth's over-population and pollution problems. With the building of this planet, named 'Altile', the nations of Earth unite, and all thoughts of war vanish. Because of this, the Robo-Warriors, who defended the Earth, are deactivated, and the two planets exist in harmony.

However, in the year 2036 A.A. (After Altile), an evil alien race, the Xantho Empire, attack Altile, and transfer the green and pleasant lands into a barren wasteland, which are then put to their own diabolical uses. The people of Altile flee underground, but, before they do, a distress call is put through to Earth, asking them to send ZED, the most powerful Robo-Warrior, to save them...

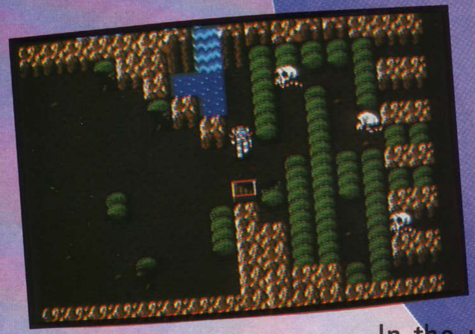
The Screens

As ZED lands on the planet Altile, he sees that all is not as it should be. The green plants have withered, and the strikingly beautiful animals and birds have been replaced by the evil aliens of Xanthos. ZED's mission is to reach the weather-control station, and use that to make the land inhabitable again. However, Xur, dictator of Xanthos, is using that as his base, and will undoubtedly challenge ZED to a fight to the death!





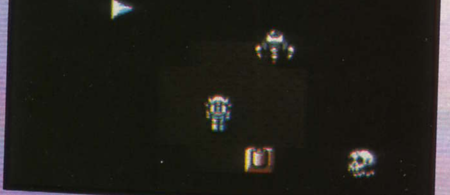
There are two main screens used throughout "Robo-Warrior" - the first is the game screen where all of the action takes place, and the other is the sub-screen where you can select any of the items that you have collected.



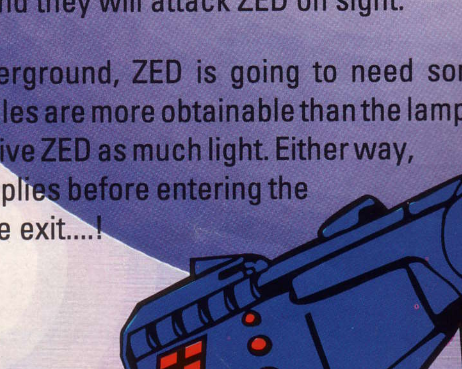
Going Underground

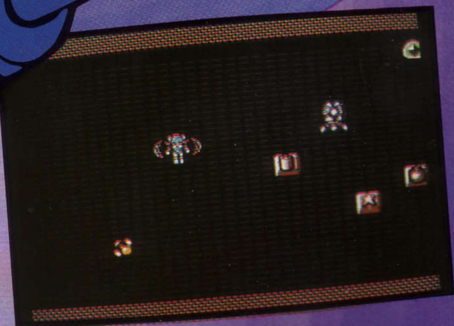
If ZED can find the steps leading to the underground passageways, then he is in luck, for this is where the people of Altile have left most of the super-powered items. There are also many of Xur's troops down there too, though, and they will attack ZED on sight.

In the underground, ZED is going to need some form of lighting - either candles or a lamp. The candles are more obtainable than the lamp, yet they don't last as long, and they also don't give ZED as much light. Either way, ZED must make sure that he has ample supplies before entering the underground, because if you fail to find the exit....!



CANDLE

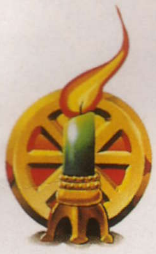




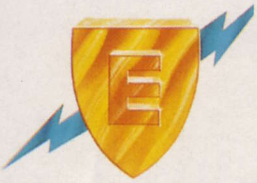
LAMP

Items

CANDLE
- this is used solely in the underground passageways.



ENERGY CAPSULE
- this will replenish ZED's energy to the full amount.



CLOCK
- This will freeze the enemies for about ten or twenty seconds.

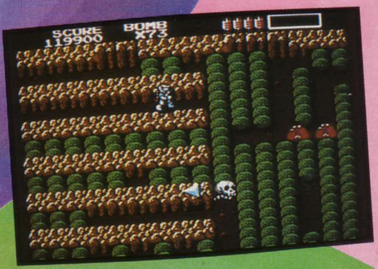
BOOTS
- ZED will be able to move faster if he is wearing these.

MISSILE
- when shot, the missile will destroy everything in its path.

GAMEPLAY

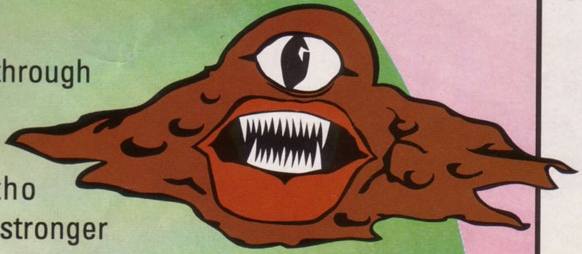
"Robo-Warrior" is made up of eight levels, comprising of greatly varying landscapes and aliens. In each level, you must find a path through to the end, and then you need to discover the key to open the exit.

The first level is still green in places, yet pain and suffering fill the overwhelming atmosphere. Your path is blocked by the few trees and many walls, so you need to find missiles and bombs to clear a way through. Aliens under Xur's command attack you from all sides, so your powerful gun will come into use many times during the adventure.



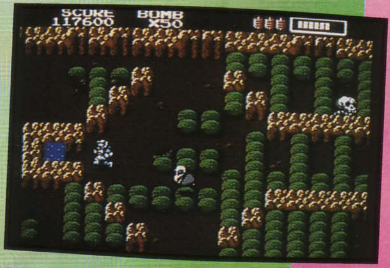
The first stage is just a small example of Xur's wrath!

There are two parts to level two, one of which throws you into complete darkness. You will also need to cross a dangerous river, which, unless you are wearing a life vest, could prove fatal.

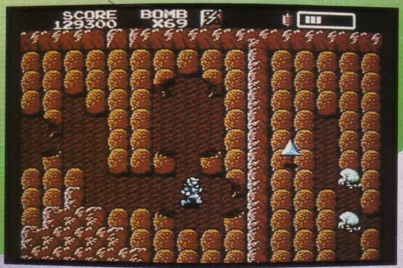


Globula, weakest of the Xantho lords.

From level three through to the end, ZED will have to fight different Xantho lords, which get stronger as you get further in to the game. Also, each level after the second will pose more obstacles and hold more aliens than before. It's definitely going to be the toughest mission of ZED's life, but the entire population's safety rests on his shoulders, so he's going to need to give it his very best shot!



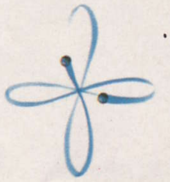
Double your items by entering the Well of Hope!



Where do you go from here?!

FLASH
- This will destroy everything on the screen!

CROSS-FIRE
- With the cross-fire, ZED can shoot in four different directions simultaneously.



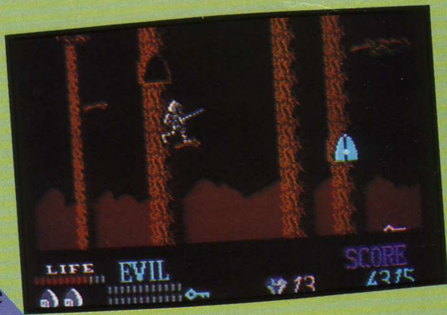
LIFE VEST
- The life vest enables ZED to float on water for about 20 seconds.

LAMP
- This is used to light the underground passageways, or dark ground level stages.

MEGATON BOMB
- The megaton bomb destroys all of the blocks and aliens on the screen.

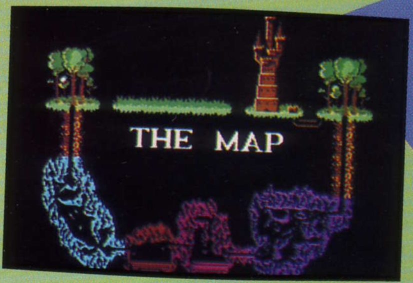
WIZARDS & WARRIORS

A Tale Of Magic and Mystery



In the land of Elrond, where humans once dwelled in harmony with creatures of myth, there is now great unrest. The once legendary wizard, Malkil, has fallen to the powers of evil, and has kidnapped the King's daughter and other princessess, who he now has imprisoned in his castle, Ironspire. To stop anyone reaching his castle, he has cast a spell which holds the creatures of Elrond under his control. Only one knight is brave (or, some say, foolish) enough to enter the woods of Elrond, and start a quest which promises to be tough and dangerous. That knight is Kuros, a bold warrior who goes where even angels fear to tread, and he isn't going to rest until he has rescued the king's daughter.

The Journey Through Elrond



Elrond is made up of woods, tunnels and caves, where many deadly monsters lie in wait for our bold knight. Each stage, whether it is the dark forest, secret tunnels or damp caves, also holds great treasures which you need to collect to complete each stage.

Kuros' ability to jump will come in handy, as each stage is a complex maze of platforms and doors. Kuros can also swing his sword at menacing creatures, and he is also able to crouch to avoid thrown weapons.

When you lose all three of your lives, you are allowed to continue from where you left off, with all of your possessions intact. Even so, you're still going to need a lot of cunning and skill to pass the many obstacles present in "Wizards and Warriors".

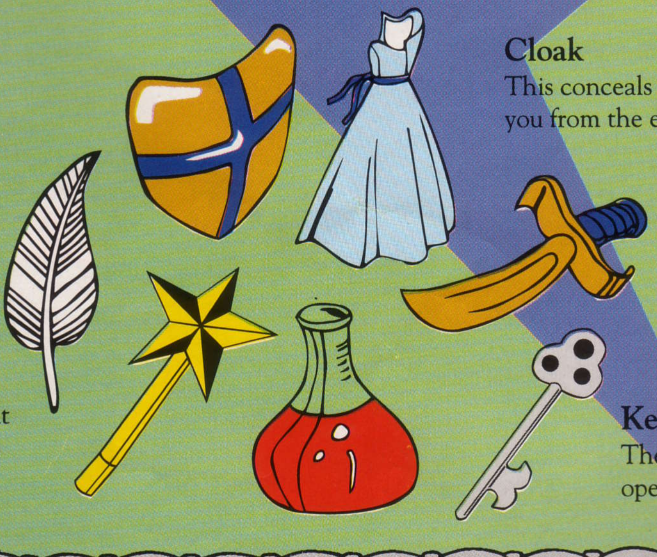
Items And Artifacts

During his travels, Kuros will undoubtedly come across the following items. Some - like the shield and the feather - he will be able to keep, but others will be replaced when a new item is collected.

Potions
Red: Invulnerability
Blue: Extra Speed
Purple: Extra Jump Height

Shield
Protects you against the enemies.

Dagger
The dagger can be thrown at the enemies, and it will also return to you after use.

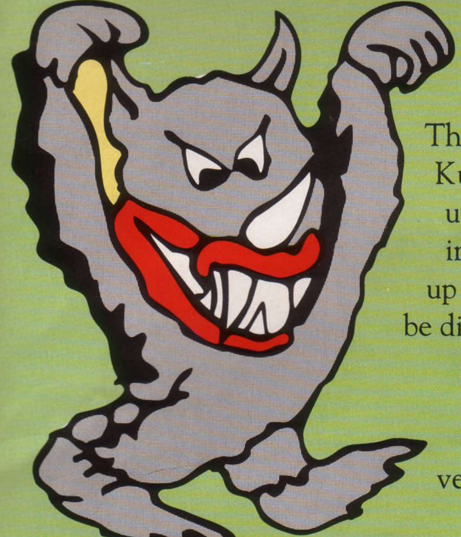


Cloak
This conceals you in darkness, hiding you from the evil creatures.

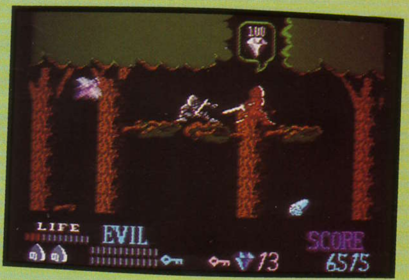
Feather
This gives you a slow control when you fall.

Wand
Allows you to project ice beams.

Keys
There are three different keys, which open the relevant doors and chests.

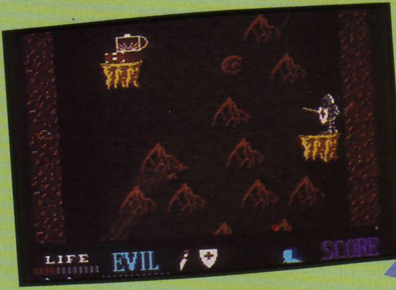


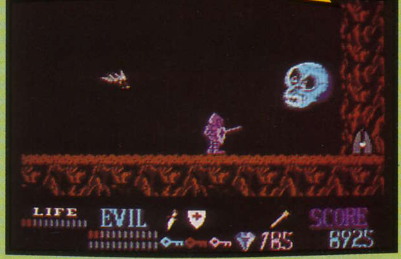
Stage One - The Forest



The adventure starts in the forest. Huge trees surround Kuros, creating forbidding, dark shadows unfortunately, there really are nasty things lurking in these shadows! Werewolves, eagles and bats make up most of the creatures on this stage, and can easily be disposed of with either the sword or the dagger.

You will need to make your way to the very top of the trees with at least one hundred gems to clear the first part of this stage. Once you're at the checkpoint, stand at the very top of the tree and press down.

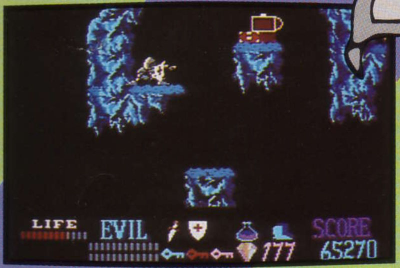




Now comes a long, and somewhat uncontrollable fall down a large cave. Make sure that you collect even more gems, as these will give you loads of bonus points when (or if!!) you complete the level.

The final part of stage one (long, isn't it?) is a confrontation with a nasty looking skull which throws energy bolts at Kuros. As with most of the stronger monsters, Kuros will find the dagger and wand quite essential!

Stage Two - The Ice Caverns



Kuros' quest continues in the freezing ice caverns. Rock Pillar Beasts rise from the ice platforms, and, as no magic available to Kuros can destroy them, he needs to be very careful of where he steps. Bats find pitch black shadows to hide in, and will attack Kuros if he approaches their lair. All in all, the ice caverns appear to be even more daunting than the terrible forest, already behind our hero.

A number of perfectly timed jumps are needed in this stage, so that you can reach important keys and artifacts. Kuros will need to make good use of the many invincibility potions, which will allow him to make a decent run up to the longer jumps.

The final adversary of the ice caverns is the screeching Vampire Bat. Kuros will first need to avoid the smaller bats that attack him from above before he gets to fight the guardian of stage two. The wand and a lot of fast maneuvering will help Kuros reach his goal.

LIFE
EVIL
SCORE
198
25

The Battle Continues.....

She's waiting. And time is short. You now know about Malkil's treacherous deeds, and you have also learnt the secrets of the magical items and the inner forests. So wait no longer. Venture forth into the lands of evil, and return the princess to her father.

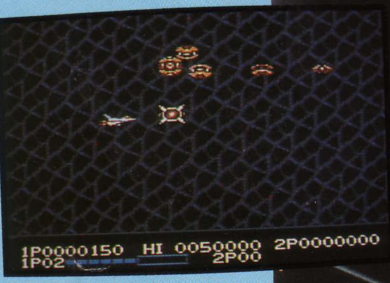
We're sure that it will be worth your while.

The World Devouring Zelos...

Zelos is a space monster - not a nice, cuddly space monster, but a nasty, planet devouring one. And he's just decided that your galaxy will be his next dinner. Just think - grilled Gradius for main course, and the planet Latis to wash it down. Obviously, the elders of the universe weren't exactly thrilled at this, so they sent out their two finest pilots to stop this beast.

Controlling the Action

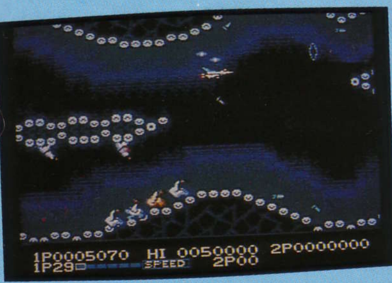
The Vic Viper, and, if there are two players competing simultaneously, the RoadBritish Space Destroyer, have been selected to enter Zelos, and his destroy his heart and soul, which will put an end to his hunger (as well as his life). There are six levels of manic action, all made up from cities and planets that Zelos has taken a liking to before.



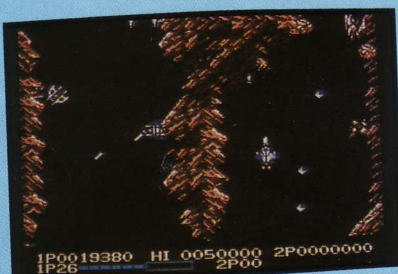
Both ships have extraordinary capabilities - they can travel at great speeds with remarkable maneuverability, and they also carry powerful weaponry. The full arsenal of weapons is only available by picking up pods left behind by destroyed aliens, each one of which will advance the available weapon at the foot of the screen by one. When the desired weapon is displayed, press the 'A' button to select it.

The Terror Zones

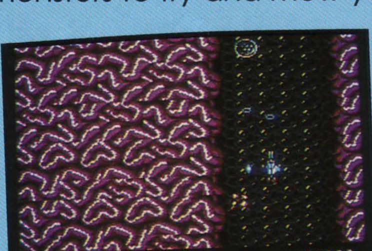
There are six ENORMOUS stages in **"Life Force"**, each one focused on a city or planet that Zelos had previously devoured. Here's just a glimpse of the terrors that await your ship.



Cell Stage One
Even the first stage poses a number of deadly obstacles, including Death Hands, the formation fighting Sharpcrossers, and nasty spikes that grow out of the ground.

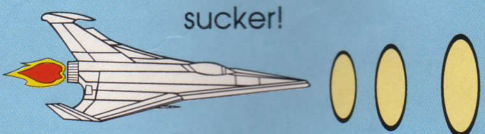


Volcanic Stage
Erupting volcanos and indestructable asteroids make up the best (or worst) part of stage two, and Zelos has also thrown in a few alien ships and space monsters to try and mow you down.

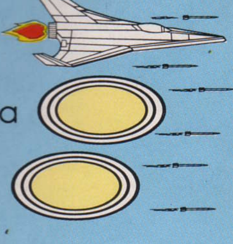


Cell Stage 2
Ferocious internal cells await you on stage four, and, if they get their way, it's going to be as far as you get!!

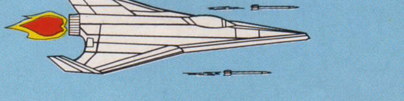
LASER
I guess that you could call this one mean sucker!



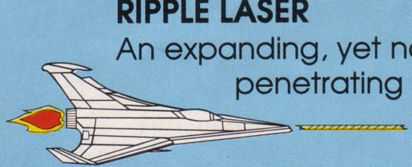
OPTION
This gives you up to two extra attackers.



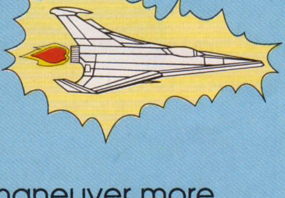
MISSILES
Allows you to fire twin destructo missiles.



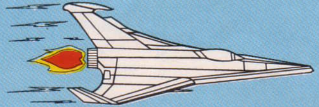
RIPPLE LASER
An expanding, yet non penetrating beam.

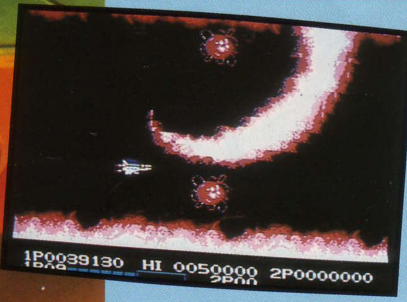


FORCE FIELD
The force field gives you protection against the advancing aliens.



SPEED
Allows you to maneuver more quickly.



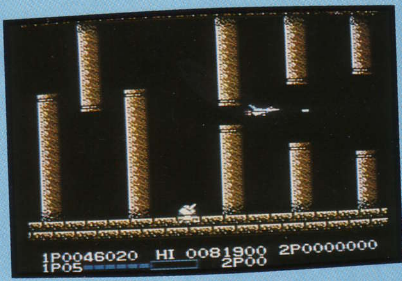


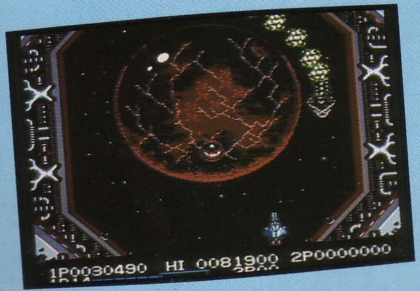
Prominence Stage

More hot action awaits you on stage three, with fire spheres, aliens 'prowlers' and a pheonix swarm launching a vicious attack. And, out of the hundreds of pilots that have ventured this far, only a few have been able to leave without getting their tail scorched.

Temple Stage

The ancient city of temples from the planet Latis makes up stage five. Watch out for those falling pillars!





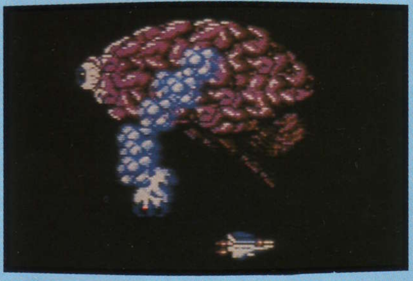
Mechanical City Stage

The last and most dangerous level throws everything at you, including high speed scrolling and Moai heads. Very few get past here; even less defeat Zelos' final challenge!!!

The Guardians

At the end of each stage, you will come across the guardian. Each one is different, with individual attack methods and vulnerabilities. In all cases, the laser is neccessary, and the force field is a big help - the rest you'll have to work out for yourself.

Here's just a few pointers on defeating the guardians on stages one two, and three:

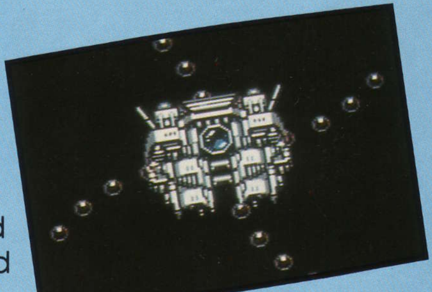


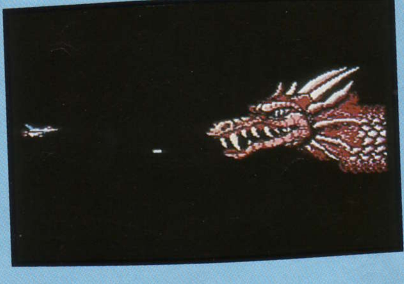
Golem

This slimy character chases your ship around the screen, swinging his arms insanely. Avoid it until the eye opens, and then go for the eye with either laser.

Intruder

Intruder also uses his 'arms' to try and hit you, but this time the four arms rotate around his body. Move around his body at the same speed as the arms, and fire into his shield as you pass it by.



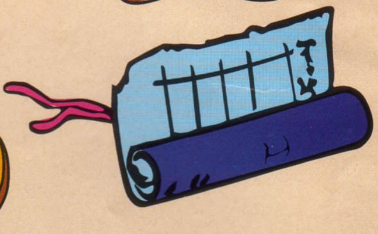


Cruiser Tetron

This is one heavy dude!! Cruiser gets his kicks out of frying small ships with his fireballs, but he'll cool down a bit if you fire a laser beam directly into his mouth.

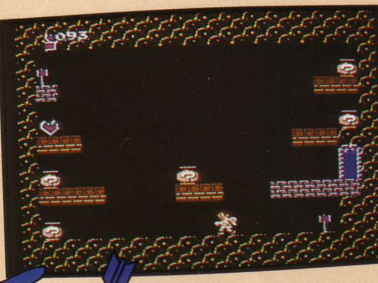
Tips & Tricks

Kid Icarus

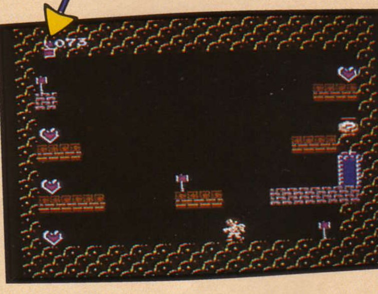


The treasure rooms in Kid Icarus may seem to choose at random the whereabouts of the God Of Poverty, yet there actually is a sequence. To find his position in the black treasure room, study the picture below, and then break jars 1, 2 and 8. Then refer to the chart below, and, depending on the number of big hammers, you'll be able to tell which jar the reaper is hiding in. When you're in the blue treasure room, break jars 2, 6 and 7 and refer to the chart below the blue picture.

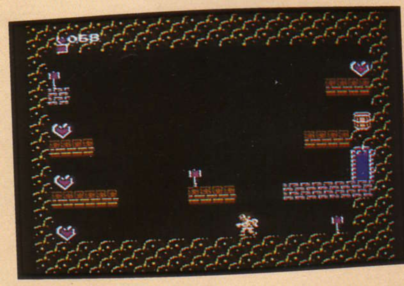
Once you have discovered the God Of Poverty's position, leave it alone until all of the other jars are broken, then hit it to obtain a REALLY valuable and useful item!



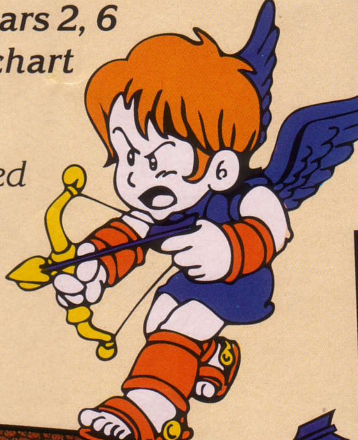
Break jars as indicated.

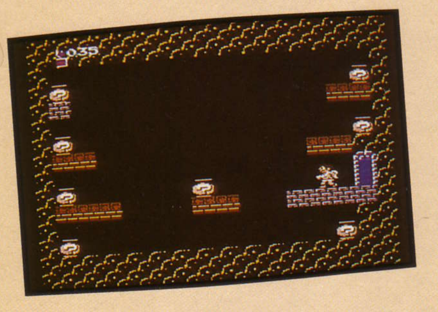


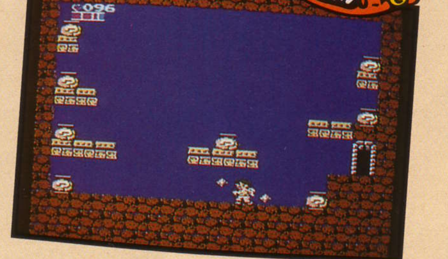
Find the Reaper's position.



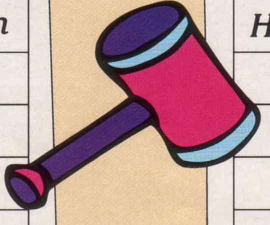
Gain a useful treasure!



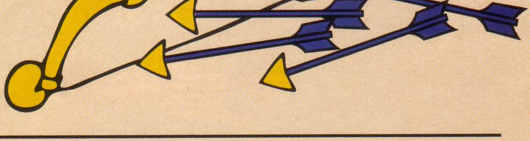




No. of Hammers	Reaper's Position
3	5
2	7
1	6
0	4

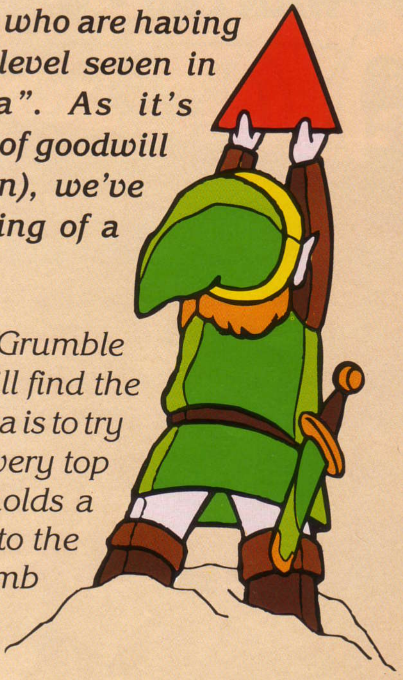


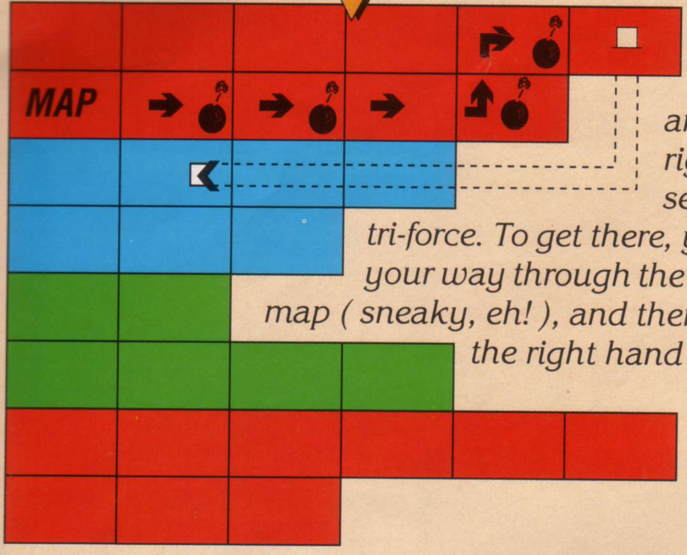
No. of Hammers	Reaper's Position
3	1
2	5
1	3
0	8



THE LEGEND OF ZELDA™

We seem to be getting a large number of letters from Club Nintendo readers who are having difficulties in completing level seven in the "Legend Of Zelda". As it's Christmas, and the time of goodwill to all men (and women), we've come up with something of a solution.

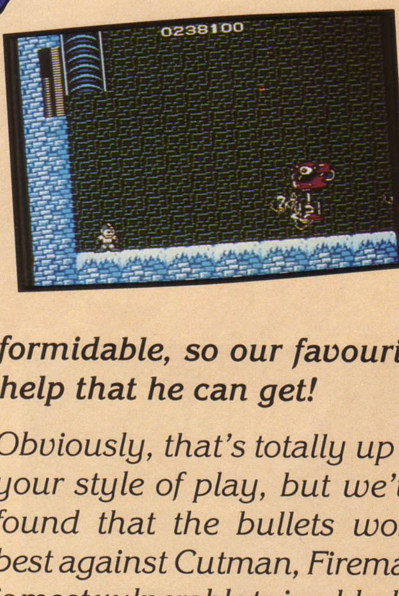


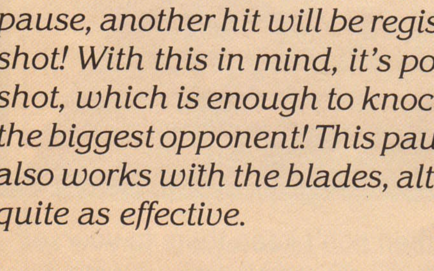


One room up from the Grumble Grumble creature, you will find the map of level seven. The idea is to try and reach the screen in the very top right hand corner, which holds a secret passageway leading to the tri-force. To get there, you're going to need to bomb your way through the black part of the on-screen map (sneaky, eh!), and then work your way up to the right hand corner.

Once you reach the desired room, you first have to kill all of the creatures, and then....? Well, we'll leave that up to you!

MEGA MAN

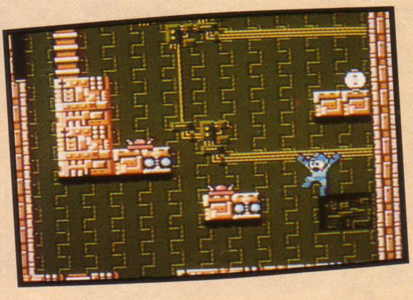




Some of Mega Man's foes are pretty formidable, so our favourite super-hero is going to need all of the help that he can get!

One of the best techniques is to use the Elecman beam against the larger enemies, and, as the beam strikes, press the SELECT (pause) button rapidly. Each time that you release pause, another hit will be registered, even though it's still the same shot! With this in mind, it's possible to score ten hits with just one shot, which is enough to knock down even the biggest opponent! This pause technique also works with the blades, although it isn't quite as effective.

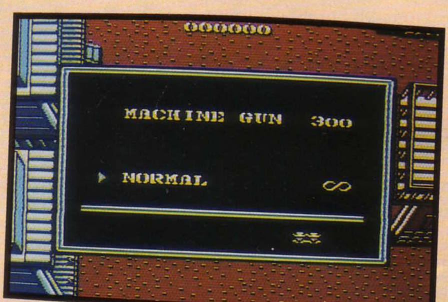
One of the keys to defeating Dr.Wily is deciding on the best order of collecting the six different powers.



Obviously, that's totally up to your style of play, but we've found that the bullets work best against Cutman, Fireman is most vulnerable to ice, blades are most effective against Elecman, fire destroys Bombman the quickest, the elecbeam disposes of Iceman in record time (especially with the above technique!!), and the bombs cause Gutsman the most damage.

WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED • WANTED •

GUN.SMOKE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MACHINE GUN 300

▸ NORMAL ∞

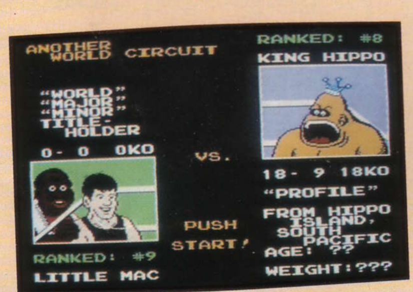
Here's a neat little trick that will sure come in handy when fighting the bandits out in the ol' Wild West. When the title screen appears, press 'A' four times, SELECT four times, RIGHT twice and then START. You'll now be the proud owner of a brand new machine gun, complete with three hundred bullets!

Mike Tyson's PUNCH-OUT!!

First type in:

135 792 4680

Here's another code for **"Mike Tyson's Punch-Out!!"** fans. This one allows you to fight in 'Another World Circuit', where your opponents get even meaner and tougher!


ANOTHER WORLD CIRCUIT

RANKED: #8
KING HIPPO

"WORLD"
"MAJOR"
"MINOR"
TITLE-HOLDER

0- 0 0KO

VS.

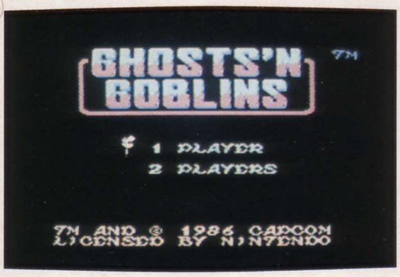
18- 9 18KO
"PROFILE"
FROM HIPPO ISLAND, SOUTH PACIFIC
AGE: ??
WEIGHT:???

PUSH START!

RANKED: #9
LITTLE MAC

When you have done that, hold the SELECT button, and then press A and B buttons simultaneously.

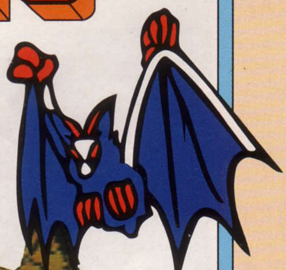
GHOSTS'N GOBLINS

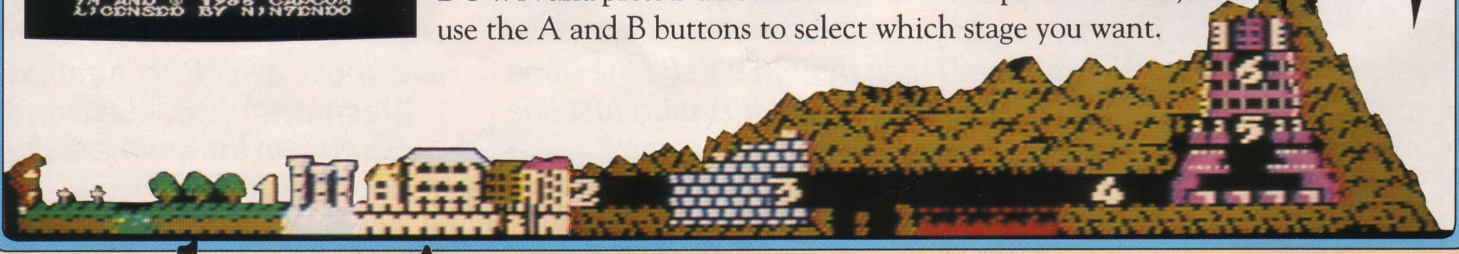

GHOSTS'N GOBLINS TM

1 PLAYER
2 PLAYERS

TM AND © 1986 CAPCOM
LICENSED BY NINTENDO

There's a really great stage select feature in "Ghosts 'N Goblins" that allows you to reach any stage that you wish! When the title screen appears, hold down RIGHT and press the B button three times. Next press and release UP, and press B three times, press and release LEFT and press B three times, press and release DOWN and press B three more times. Then press START, and use the A and B buttons to select which stage you want.





Readers Tips

If you have any tips on NES games, then don't keep them to yourself - share them! Jot them down, put your name and address at the top (you do want fame for your hard work, don't you?) and then send them to: READERS TIPS, Club Nintendo, PO BOX 30, Coventry, CV1 3BR, England.

Mailbag

The Editor,
Club Nintendo,
P.O. Box 30,
Coventry, CV1 3BR
England.

Happy Gamer

Dear Editor

I have had a Nintendo since last Christmas, and I would like to ask some questions about it.

1. When is the NES Advantage joystick going to be on sale?

2. What is the difference between a Nintendo and the NIntendo Game Boy?

I really enjoy playing all of your games, and I would be pleased if you could answer these questions.

Craig Beebles
Loanhead, Midlothian.

1. The NES Advantage is already on sale. Try looking in your local stockists - if they haven't got one, then you can usually get them to order it for you.

2. The Nintendo Game Boy is a portable video console utilizing an LCD screen. There are currently five different titles available for the Game Boy, which, like the NES game console, uses miniature Game Paks. By mid next year (when the selection of games is greater) we hope to release it in Europe.

Helping Hand

Dear Club Nintendo,

I am writing to congratulate you on your wonderful magazine. I have just got my first copy of your mag, and I am very pleased with it. I especially like the tips section - it has helped me a lot with your games. I think that there should be a games help page, where people can write in and get help on a particular game.

I hope that you like this idea.

Simon Carrol
Glasgow

I do!! So far, we've been printing tips relating to reader demand. However, in the future, the Reader's Tips and Tricks section will be used to give help to the most common questions. If you are stuck in one of the NES games, then drop us a line at the usual address.

Rating Games

Dear Ed

I have only recently began to read Club Nintendo, but I already believe it to be on of the greatest magazines!!

Even though I think that your magazine is totally fab, I have some ideas that will make it even better:

1. When you review a game, give it a percentage out of 100.
2. Give marks out of 10 for graphics, sound, playability and value for money.
3. Please show larger screen shots.

Matt Kemp
Kettering

You're not the first to ask for a percentage rating on the games that we review. However, as I've learnt from past experience, any mark attributed to a certain aspect of a game is nothing more than a personal opinion. For example, one reviewer may think that the responsive controls on Super Mario Bros. adds to the gameplay, while another may think that it detracts from the appeal (I reckon that it's just amazing!). Instead of having marks out of ten, or a percentage rating, it's much better to round a review off with a detailed explanation of the game's qualities. Maybe some readers have other ideas though.

As for showing larger screen shots, well, they're pretty big as they are! If they get any bigger, then we will have to cut down on how much we can write about the game. Generally, we think that we have a pretty good ratio of photos to text - if anyone thinks different, then let us know.

Mario For President!

Dear Club Nintendo,

I have just bought the Game Pak Super Mario Bros., and I think that it is brill! I love little Mario, and I couldn't think of anyone more suitable for the job as president of the club.

I think that the following ideas would make Nintendo and the club even better.

1. *Bring out more recent games.*
2. *Publish Club Nintendo monthly.*
3. *Print more letters in the Mail Bag section.*
4. *Bring out some new gadgets.*

I think that the Nintendo is brill, and more people should buy it, because, if they do, they will never get bored again on Sunday mornings!

Daniel McMahon
Dorset

Thanks for the comments, Daniel. As for your questions....

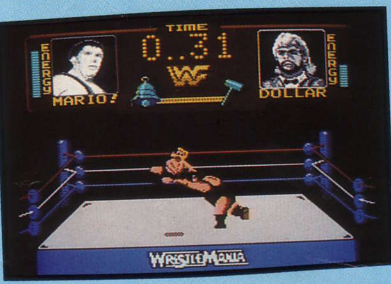
1. The games that we're bringing out now ARE recent, and some of the best at that. Most are also exclusive to the NES too - you won't be able to play such amazing games as Cobra Triangle, Mega Man or Robowarrior (to name but a few) on anything else!

2. That's not going to happen in the immediate future, but you never know...!

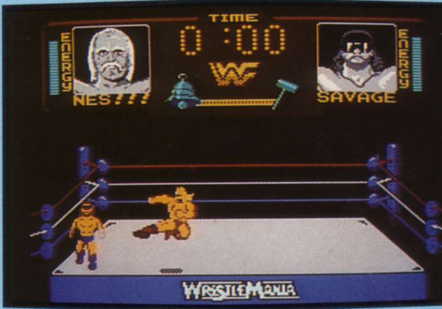
3. The number of letters printed depends on the number, and quality, that we receive - so get thinking and start writing!

4. 'New Gadgets' are always a possibility, but, currently, the emphasis is on bringing you top quality games!

WRESTLEMANIA



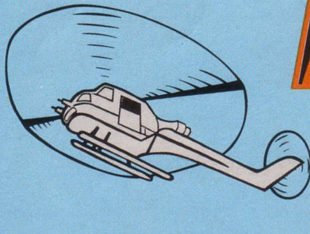
With crowds cheering and spotlights flashing, you enter. In the opposite corner stands the awesome figure of Hulk Hogan, your long time rival, and holder of the elusive World Federation championship. Defeat him and that crown is yours - but if you lose, you will just be another also-ran in Hogan's amazing success story.



"Wrestlemania" is Acclaim's accurate simulation of the eccentric world of American wrestling. Choosing from one of six wrestlers, you then go on to the wrestling match. Each wrestler has his own individual attacks and moves, a variety of which he has to use to floor and pin his opponent. Such moves include the flying elbow smash (Randy 'Macho Man' Savage, Honky Tonk Man), eye gouge (Ted DiBase), bodyslam (Hulk Hogan, amongst others) and even cartwheels (Bam Bam Bigelow).

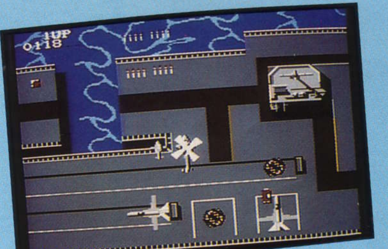
Whenever you hit your opponent (or vice versa), he will lose energy - when it's all gone, then it is time to pin him. To regain energy, you need to pick up the energizer symbol relevant to your wrestler when it flies across the top of the ring.

In "Wrestlemania", you can have up to six players competing in a tournament, or you can play against the computer (if there are less than six players, then the computer will take the role of any remaining wrestlers anyway). Having the extra players really adds to the atmosphere, but, even when playing alone, there's still a lot of fun to be had. A *must* for wrestling fanatics!!

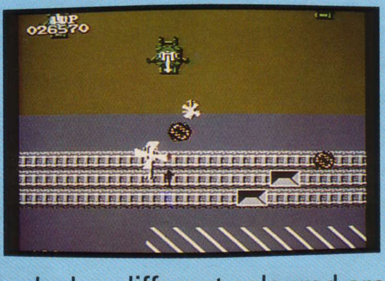


TIGER-HELI

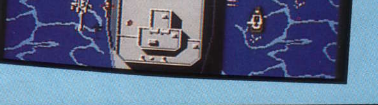
Armed with the ultimate stealth jetcopter, you are about to penetrate the main military base of an enemy nation.



At this base they are preparing for a world take over, which would result in the mindless slaughter of thousands of innocent people. They're gathering all of their warships and aircraft to begin their attack with, and it's obvious that nothing that anybody says will change their warped minds. So it's left to you to infiltrate their base with the most sophisticated 'copter of our time - Tiger-Heli - and annihilate everything in your path.



Throughout your mission, you will meet with tanks, warships, armed 'planes and gun turrets which must be shot on sight. You have unlimited firepower, and you can also carry up to two bombs, which, when dropped, will devastate the land below.

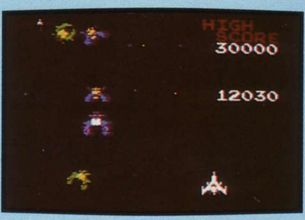


As you make your way through the terrorist's base, you will see bonus blocks, and, also, different coloured crosses. Shooting ten of the bonus blocks will reward you with an extra life, whilst shooting the crosses will give you either a support 'copter which fires either forward or sideways, or a bomb, depending on the colour of the cross.

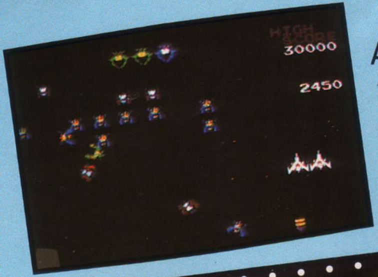
Galaga

"Galaga" is the latest release from Bandai, and brings to your NES all of the excitement from the original arcade game.

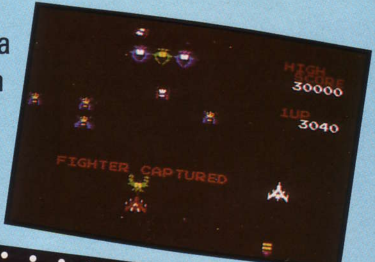
The idea is simple, yet the addictiveness is irresistable. You are faced with a number of aliens, who you must shoot to clear each stage. Some attack in formation, others attack alone - either way, you need to destroy them before they get a chance to fire at you.



Your ship is limited to left or right movement, and single bullet fire. However, if you allow yourself to be captured in a tractor beam fired by Galaga (thus forfeiting a life), and then get the ship back by destroying Galaga in mid-flight, then you will have dual fire power.



After every third stage, you can partake in a 'challenge stage'. Nine waves of aliens stream towards you, and if you manage to shoot every single one, then you will receive a hefty 10,000 points.



SCORES OF FUN

CASTLEVANIA

Paulo Da Silva	France	999,910
Jose Fernandez	France	1,042,900

GHOST 'N GOBLINS

Ken Phillips	UK	4,625,900

GRADIUS

Paul Stokes	UK	2,021,600

KID ICARUS

David Vanney	France	4,025,400
Atham Mohammed	France	3,604,908

LEGEND OF ZELDA

Jim Wilson	UK	Completed in 18 lives

MARIO BROS.

D. V. Beelen	Holland	1,967,300

PINBALL

Chris Hsu	France	105,885

PUNCH OUT!

Gary West	UK	Beat Tyson

R. C. PRO-AM

Mat Crowe	UK	412,863
H. Pieters	Holland	155.134

RUSH 'N ATTACK

Roy David	France	1,345,400
Fabian Blondieau	Belguim	1,018,100

TOP GUN

John Scott	UK	160,900

OK, there you have it, Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores Of Fun, Club Nintendo, PO Box 30, Coventry, CV1 3BR, England.

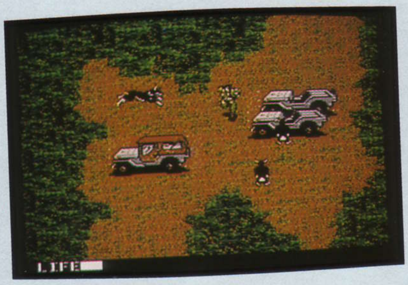
Sneak Peeks

A look at a selection of game Paks to be released next year.....

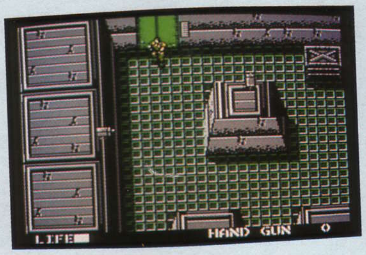
METAL GEAR

Have you ever wondered what it would be like to be a hi-tech secret agent? Now's your chance to find out!!

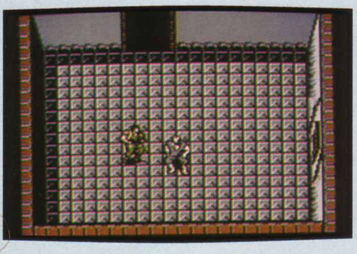
GO AHEAD!
SOLID SNAKE



In "Metal Gear", a future release from Konami, you have to strike at the heart of a terrorist stronghold, 'Outer Heaven', and prevent them from using the Ultimate Super Weapon, which is capable of destroying the world.


LIFE
HAND GUN 0

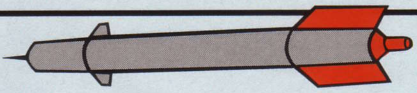
Using all of your stealth and skill, you must infiltrate Outer Heaven, and make your way through jungles and buildings to reach the terrible weapon. Past agents who have tried and failed to defeat the terrorists are being held hostage, and hold vital information on Outer Heaven.



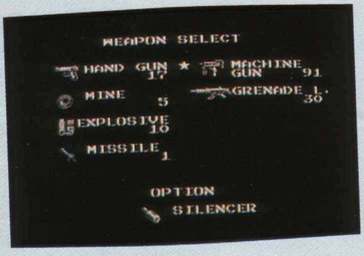
Throughout "Metal Gear", you will come across armed soldiers, who you must take out quickly and silently. Tanks and supersoldiers also stand in your way, as do many traps and pitfalls. Learn how to pass each one before tackling them head on, otherwise you won't get anywhere!

"Metal Gear" is like a contempory version of the **"Legend Of Zelda"**, and provides hours of entertainment. Look out for the full review in the next issue.

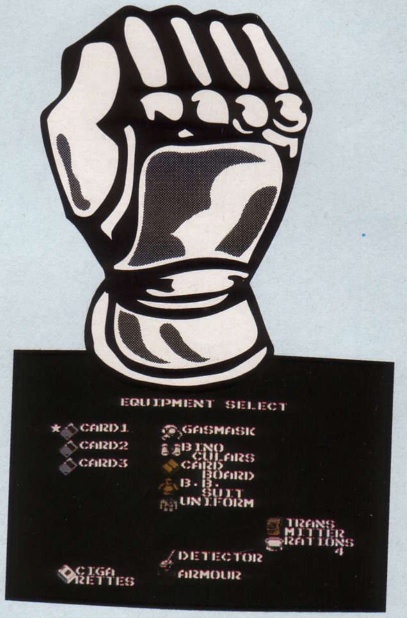
Weaponry



Strategically placed around the Outer Heaven complex are a number of powerful weapons. Hand guns, automatic pistols, grenade and rocket launchers, plastic explosives, mines and even a remote controlled missile are all waiting to be used, and there is also a silencer to keep you mission hush-hush. You are allowed to select any weapon at any time by using the weapon menu, but you do need to collect ammunition to make them work!


WEAPON SELECT
HAND GUN 17
★ MACHINE GUN 91
MINE 5
GRENADE L. 30
EXPLOSIVE 10
MISSILE 1
OPTION
SILENCER

The Items

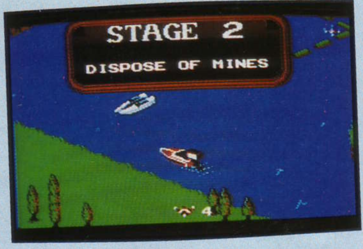

EQUIPMENT SELECT
★ CARD1
CARD2
CARD3
GASMASK
BINOCULARS
CARD BOARD
B.B. SUIT
UNIFORM
TRANSMITTER
RATIONS 4
DETECTOR
ARMOUR
CIGARETTES

Collecting and using items is an important part of "Metal Gear". You start with just the transceiver, which allows you to communicate with base, and, as you move through the game, you will discover body armour, a gas mask, eight different door cards, poison antidotes, rations, goggles and a whole lot more. You can access and use any item by selecting it on the menu screen.

COBRA
Triangle

COBRA TRIANGLE

One of the next releases from Nintendo is "Cobra Triangle", which we have been glued to for the past few weeks. The idea is to use your speed boat to complete a number of stages, each one having a different theme. As you charge through each stage, you can collect pods and use them to get extra weapons.

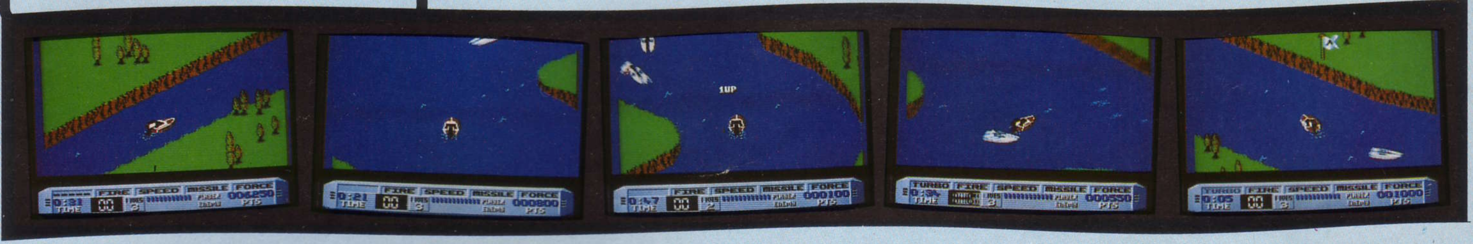


The beauty of "Cobra Triangle" is in the variety of the stages. You must complete races, shoot targets, rescue drowning people, dispose of mines, fight giant sea monsters, jump waterfalls, and lots more besides. Even when the 'theme' starts repeating, you'll find totally new monsters and course layouts, with different obstacles to overcome.

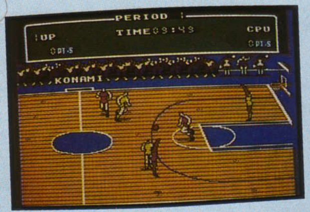
"Cobra Triangle" is like **"R.C. Pro-Am"** on water, yet is even more addictive because of the number of things to do. It's simply amazing!

The Race Is On

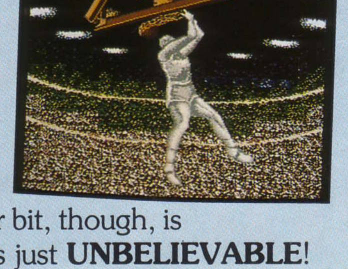
The first mission is to complete a race. There are a number of twists and turns, and the route that you take determines the order of events to come. As there are other competitors that like to play it rough, you can use the on-board gun to take them out. You can also gain extra weapons, such as the heat seeking missiles and rapid fire.



DOUBLE DRIBBLE
TM

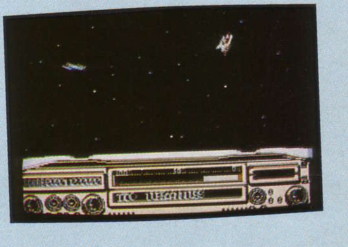


Another future release from Konami is "Double Dribble", an authentic simulation of American basketball. There are four different teams to play as, each with their own mascots and team colours. When playing against the computer, there are three skill levels, with a different cup for each level going to the winner.



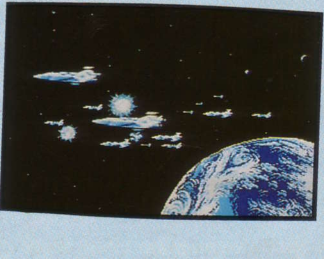
During play, you can pass to a team mate, shoot for a basket, knock the ball out of play, and even foul an opposing player (not a good idea !). The most spectacular bit, though, is the animated dunk shot - it's just **UNBELIEVABLE**!

TO THE EARTH



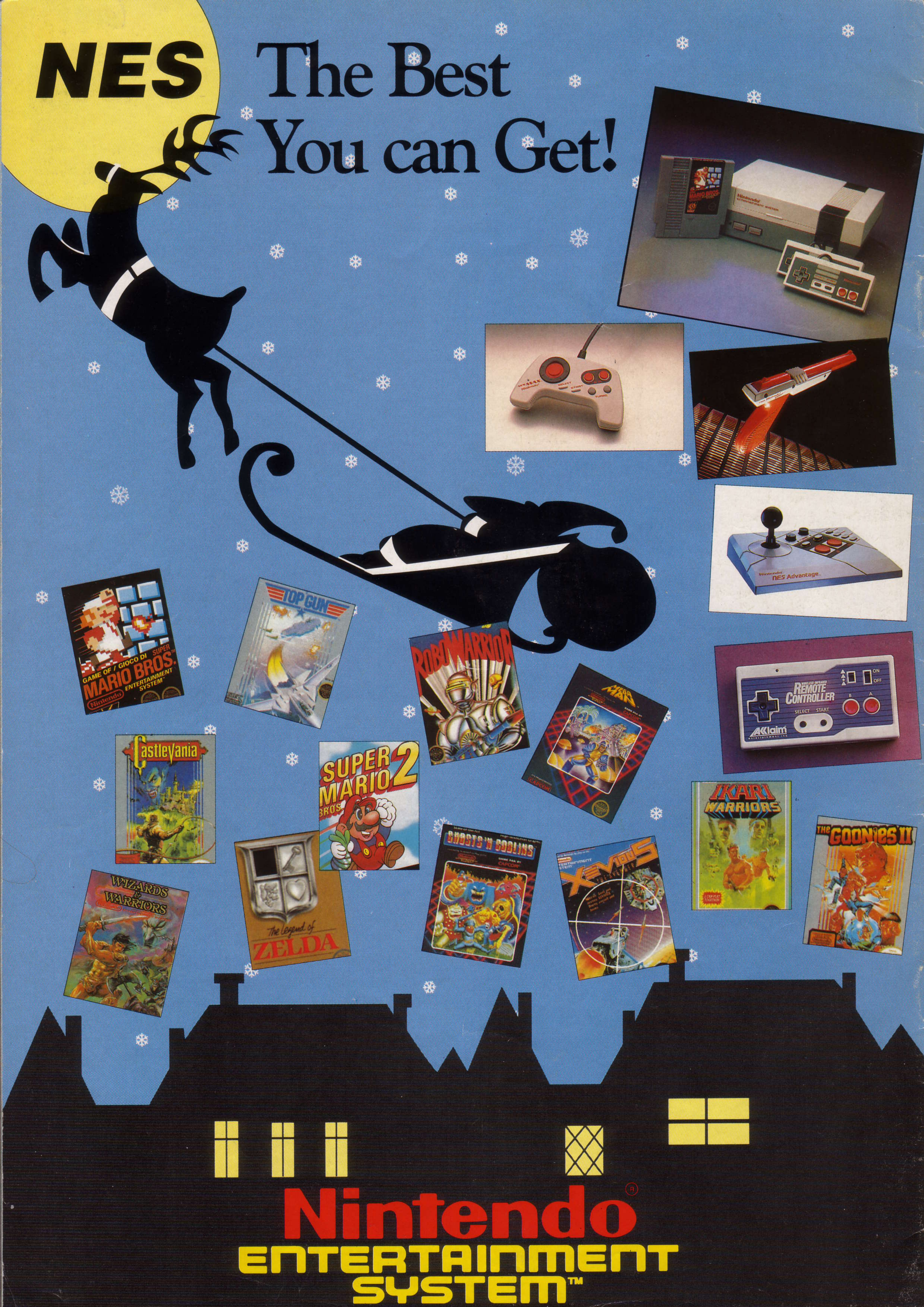
ZAPPER GUN enthusiasts will be pleased to learn that there is a new light gun game coming their way real soon. "To The Earth" is a bit different from the others, though - the game places you in charge of a ship on a mission through space, and you have to guide it through a number of other space ships and asteroids.

LIGHT-GUN SERIES



The gun comes into action when the aliens get a bit hostile - basically, it's a shoot or be shot game! The action flow thick and fast, and you're going to have to be very quick with the ZAPPER to live and tell the tale.

NES The Best You can Get!



TOP GUN
GAME OF / GIOCO DI SUPER MARIO BROS.
ROBOWARRIOR
MEGA MAN
CAPCOM
Castlevania
SUPER MARIO BROS. 2
GHOSTS'N GOBLINS
CAPCOM
XEVIOUS
IKARI WARRIORS
THE GOONIES II
WIZARDS & WARRIORS
The Legend of ZELDA
NES MAX
SELECT
START
TURBO
Nintendo NES Advantage
WIRELESS-INFRARED REMOTE CONTROLLER
SELECT
START
B
A
ON
OFF
Acclaim

Nintendo®
ENTERTAINMENT SYSTEM™